

Figure 1  
 (prior art)

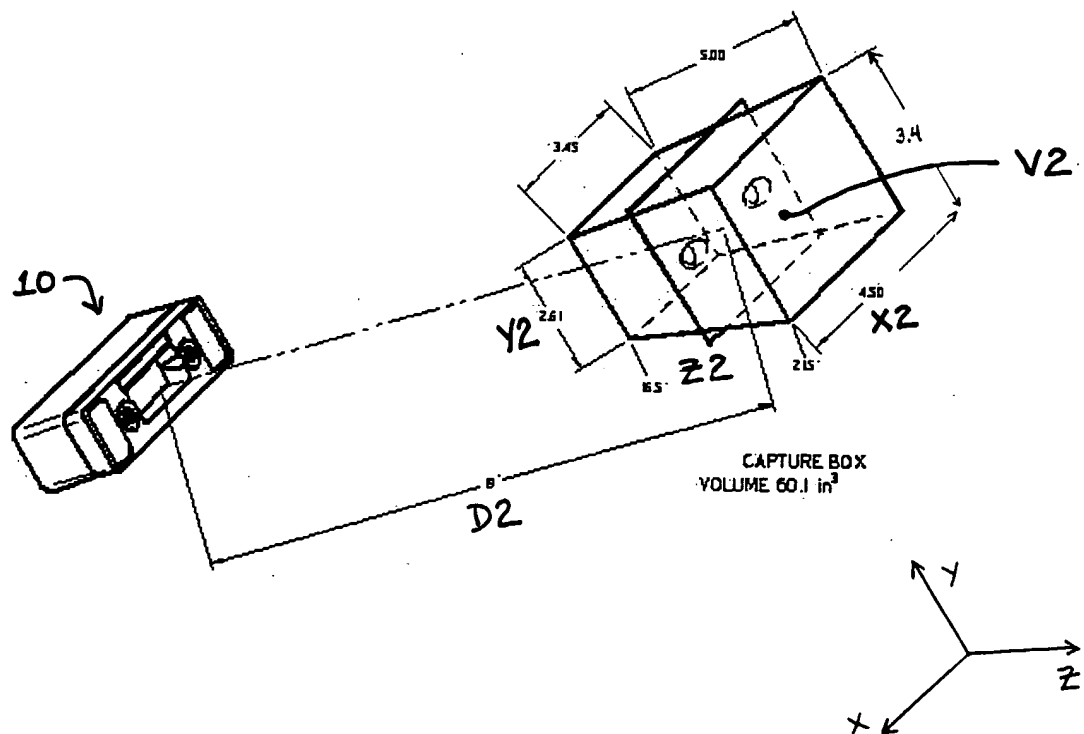


Figure 2

FIG. 1000-1000000

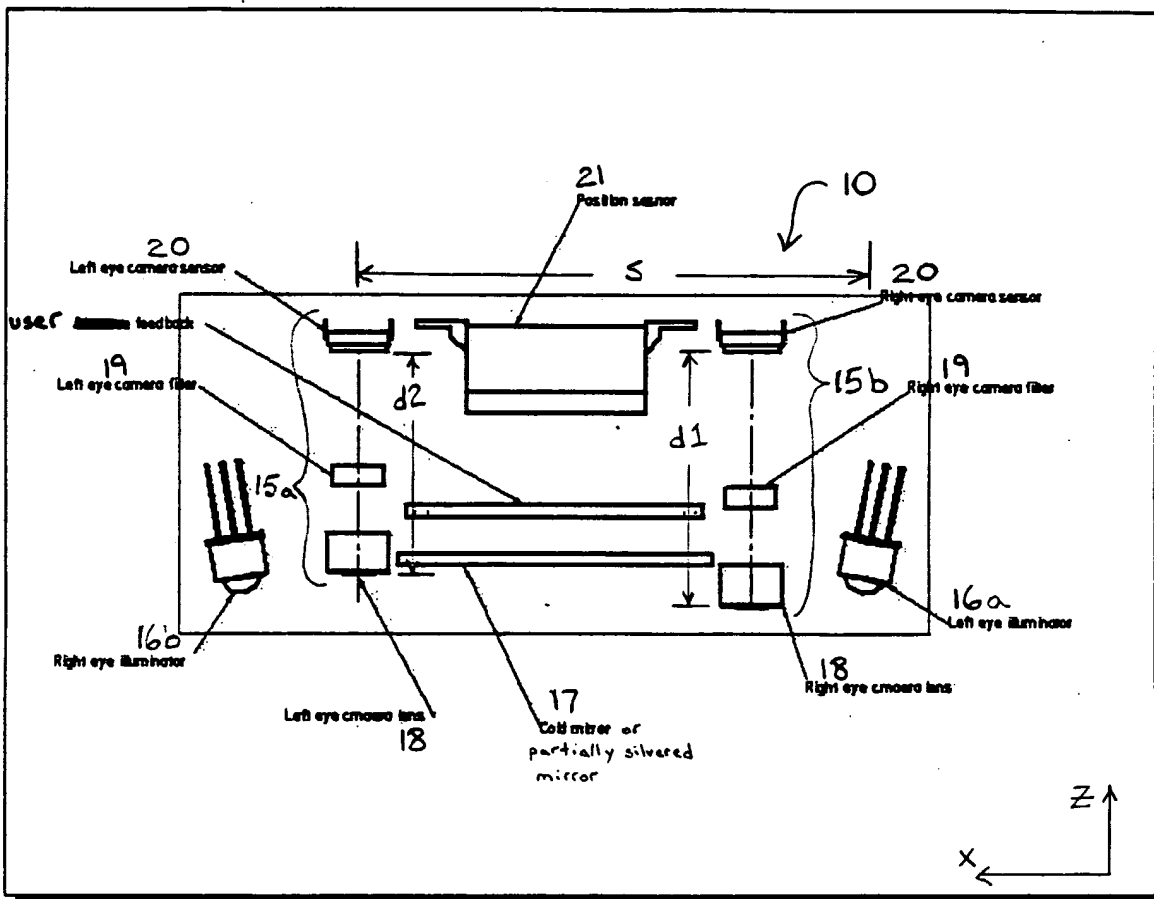


Figure 3

Figure 4A

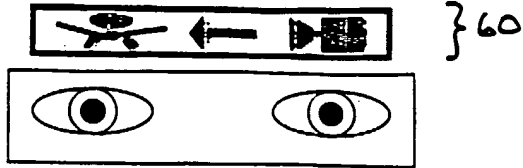


Figure 4B

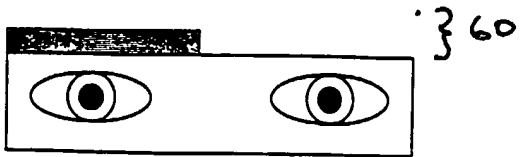


Figure 4C



Figure 4D

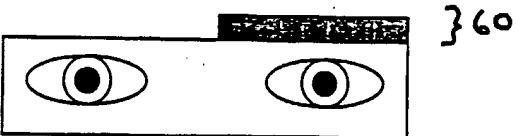


Figure 4E

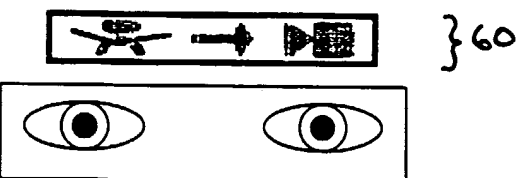


FIG. 4A

Figure 4F

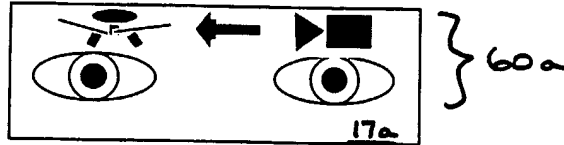


Figure 4G

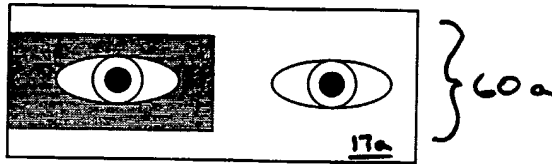


Figure 4H

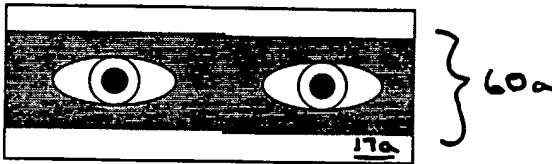


Figure 4I



Figure 4J

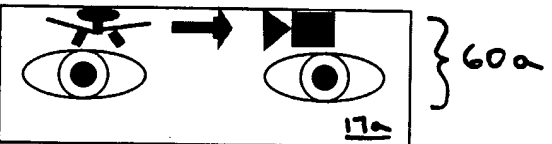
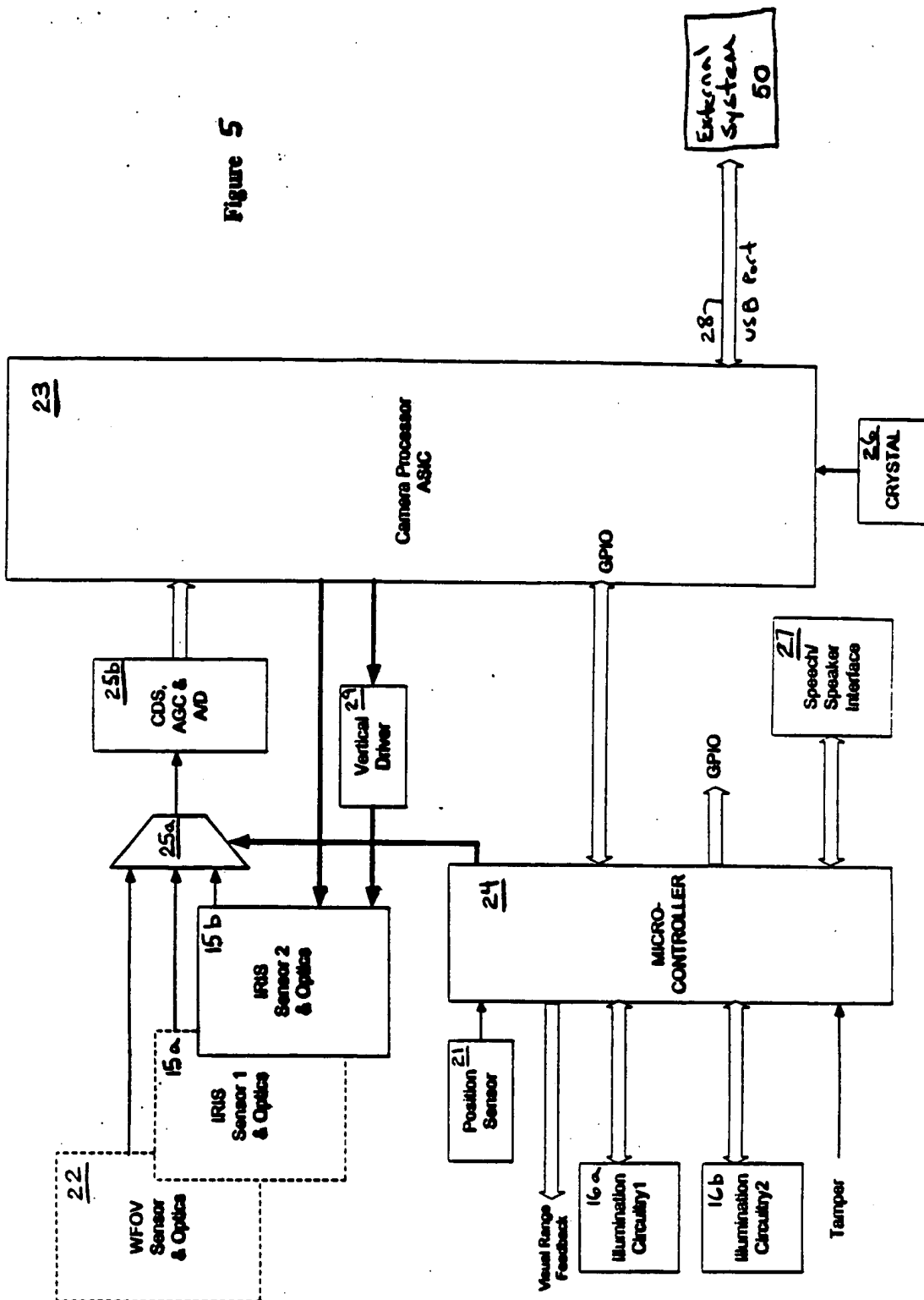


FIG. 4F

Figure 5



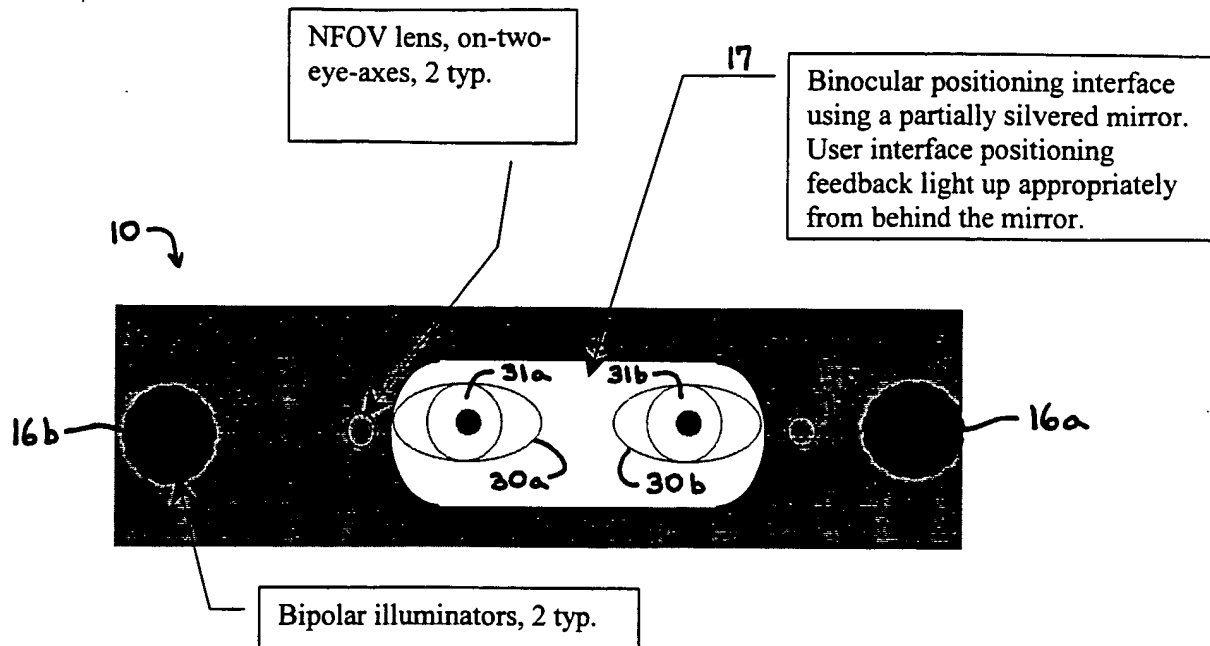


Figure 6A

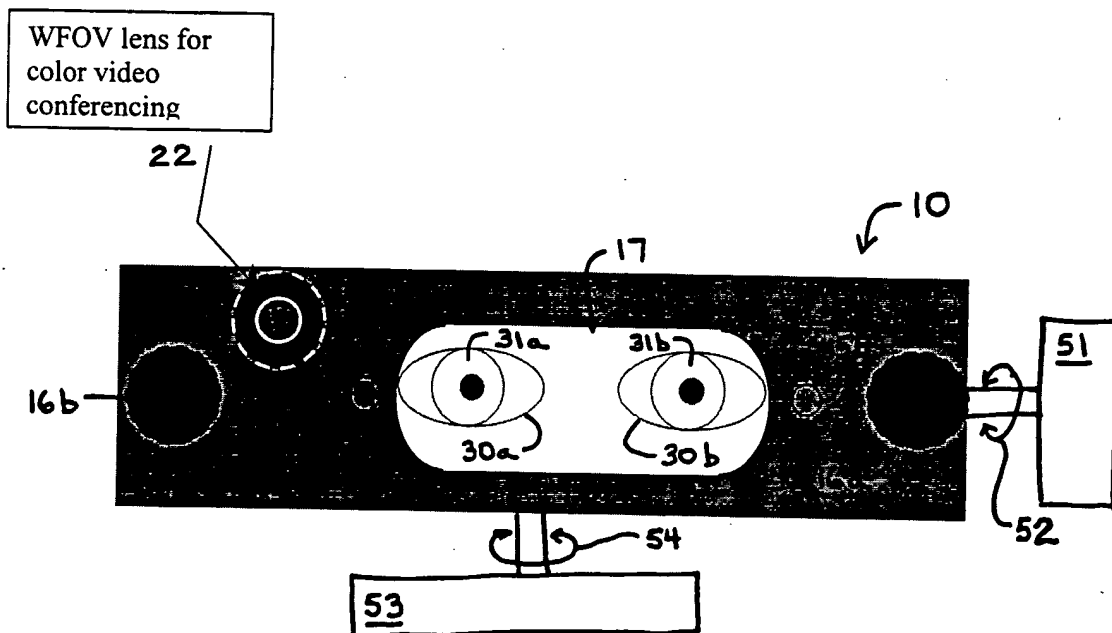


Figure 6B

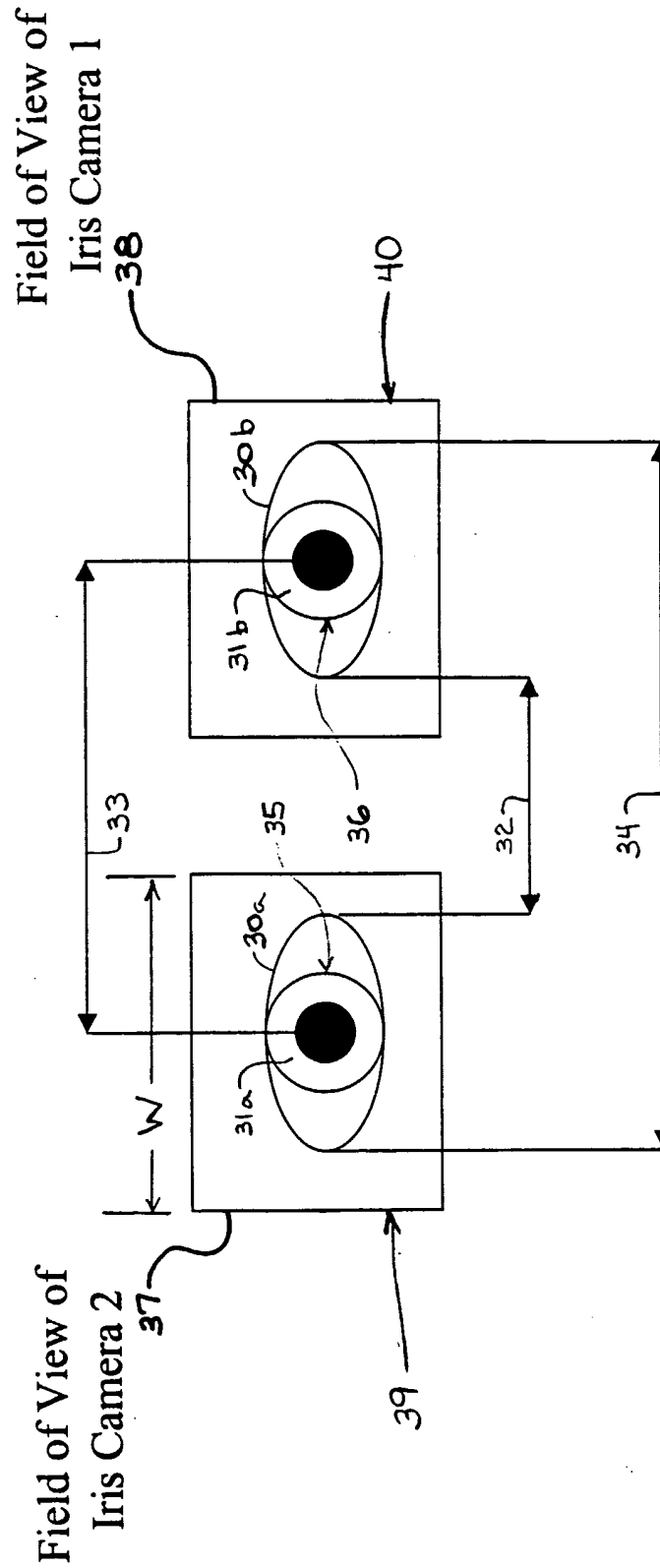


Figure 7A

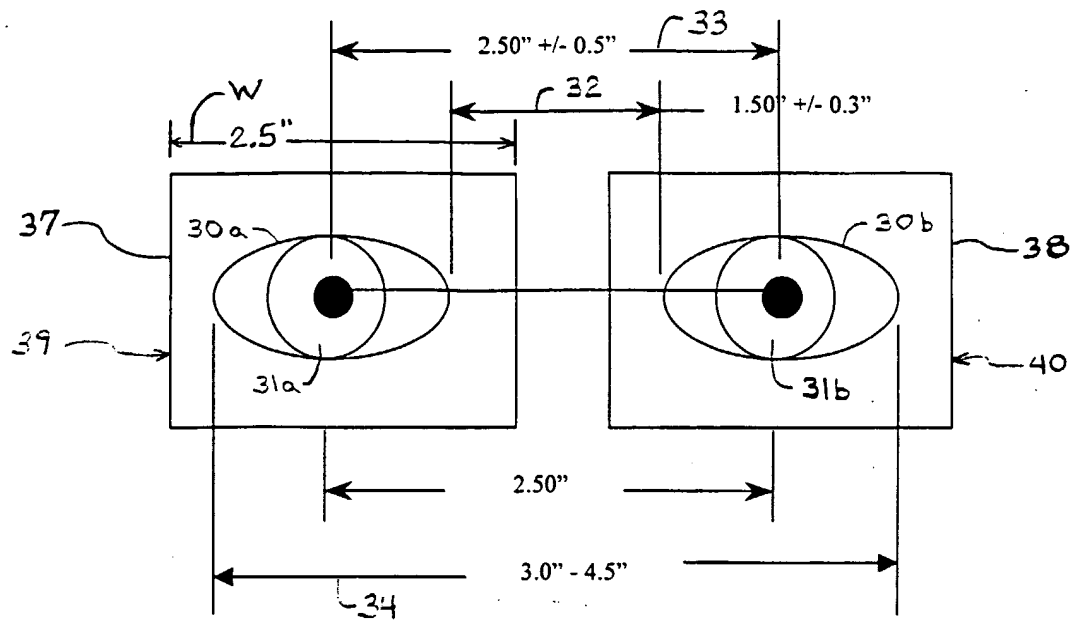


Figure 7B  
 Eye geometry with two capture areas overlaid for each eye

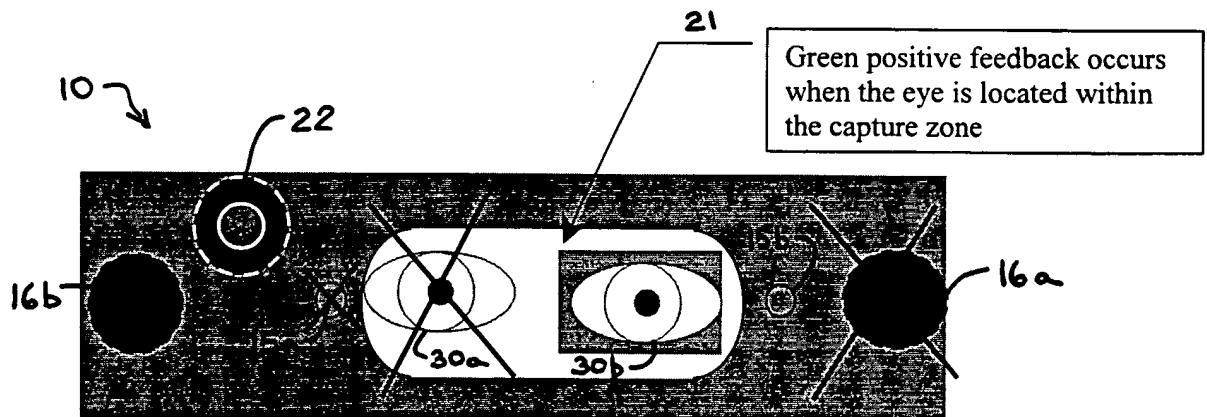
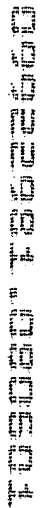


Figure 8  
 Moment of capture for the right eye. The right camera and the left illuminator is active.





**Figure 9**  
**A horizontally offset eye in an image capture situation**

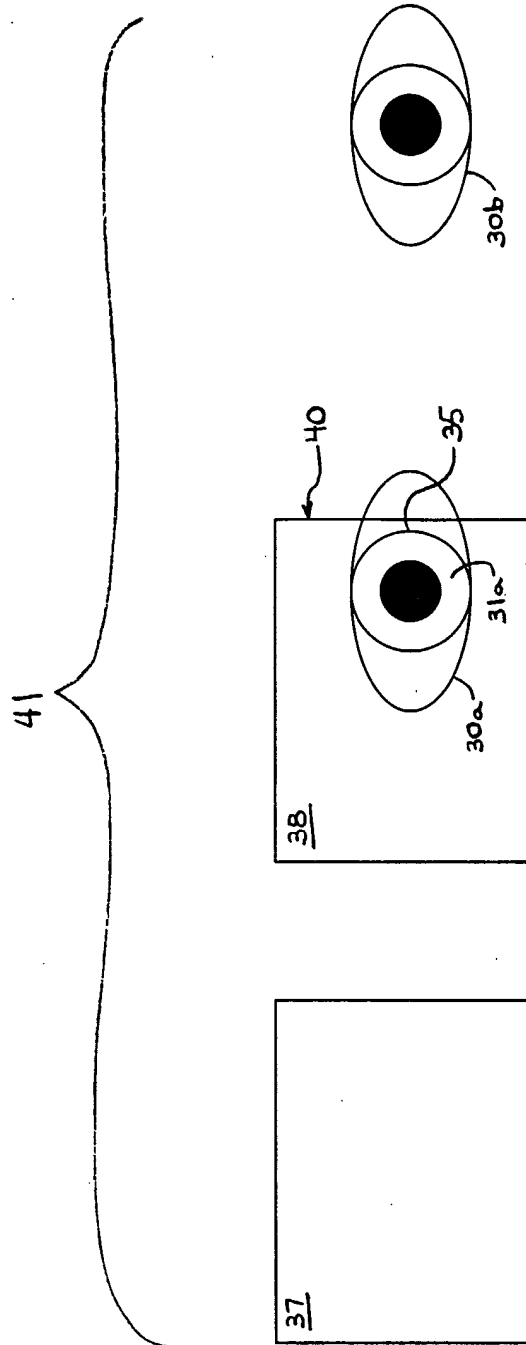


Figure 10A

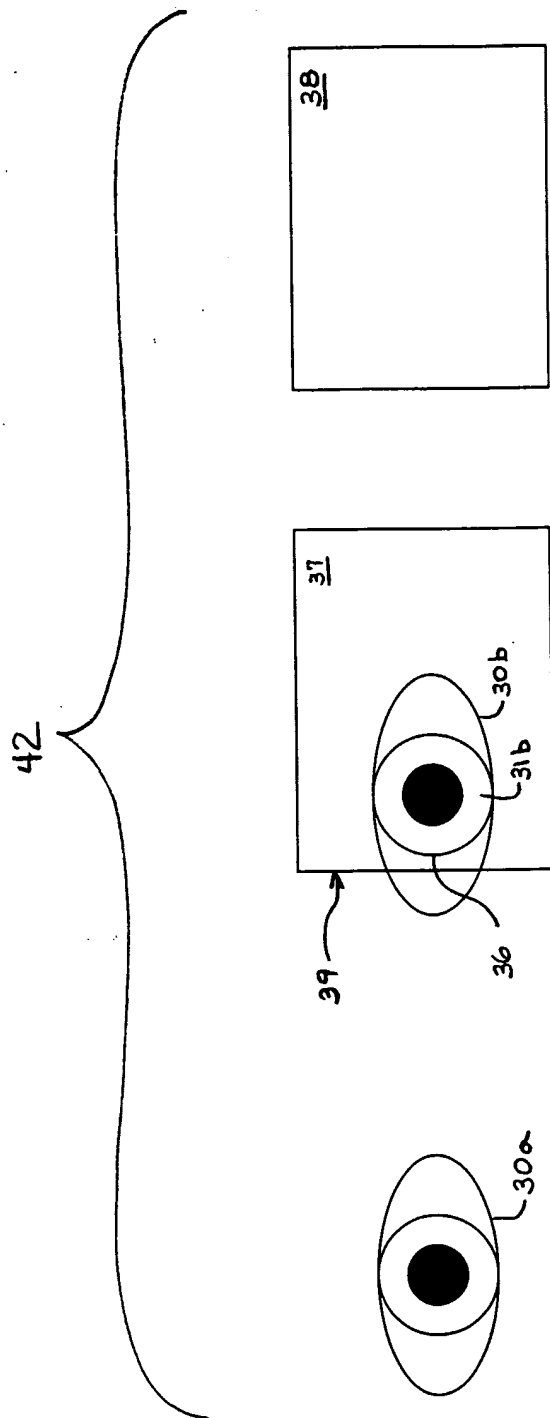


Figure 10B

**Figure 12**  
The apparent capture volume created by the capture volumes of Figure 11.

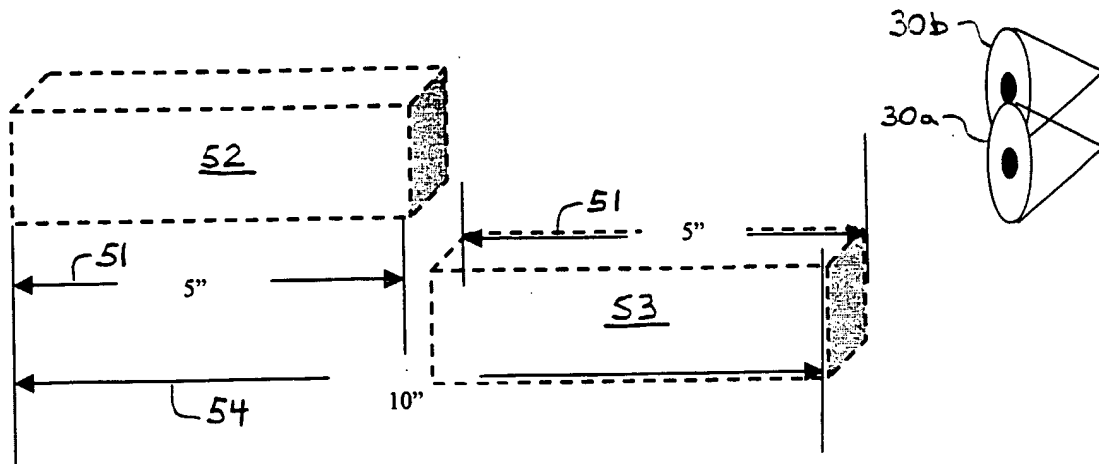


Figure 13  
 Two non-coincident capture volumes generated by a higher F# from each lens

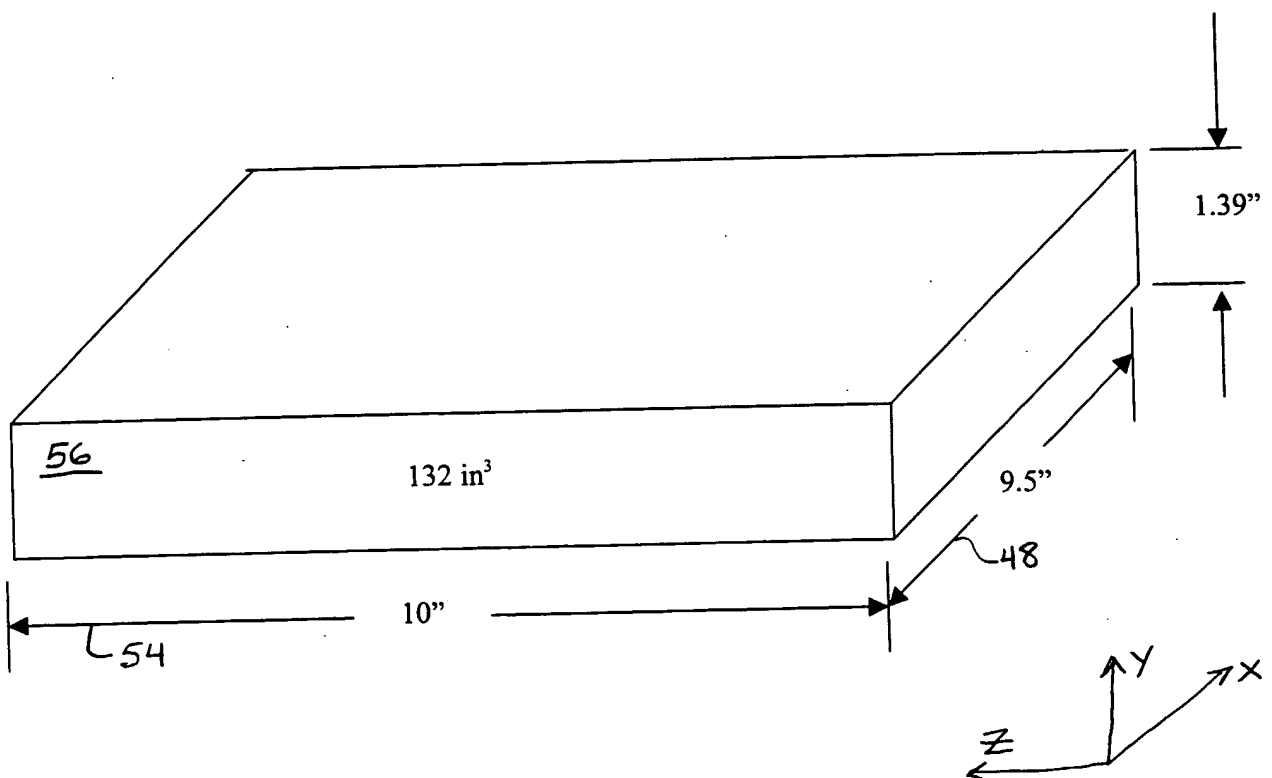


Figure 14  
 The apparent capture volume created by the capture volumes of Figure 13.

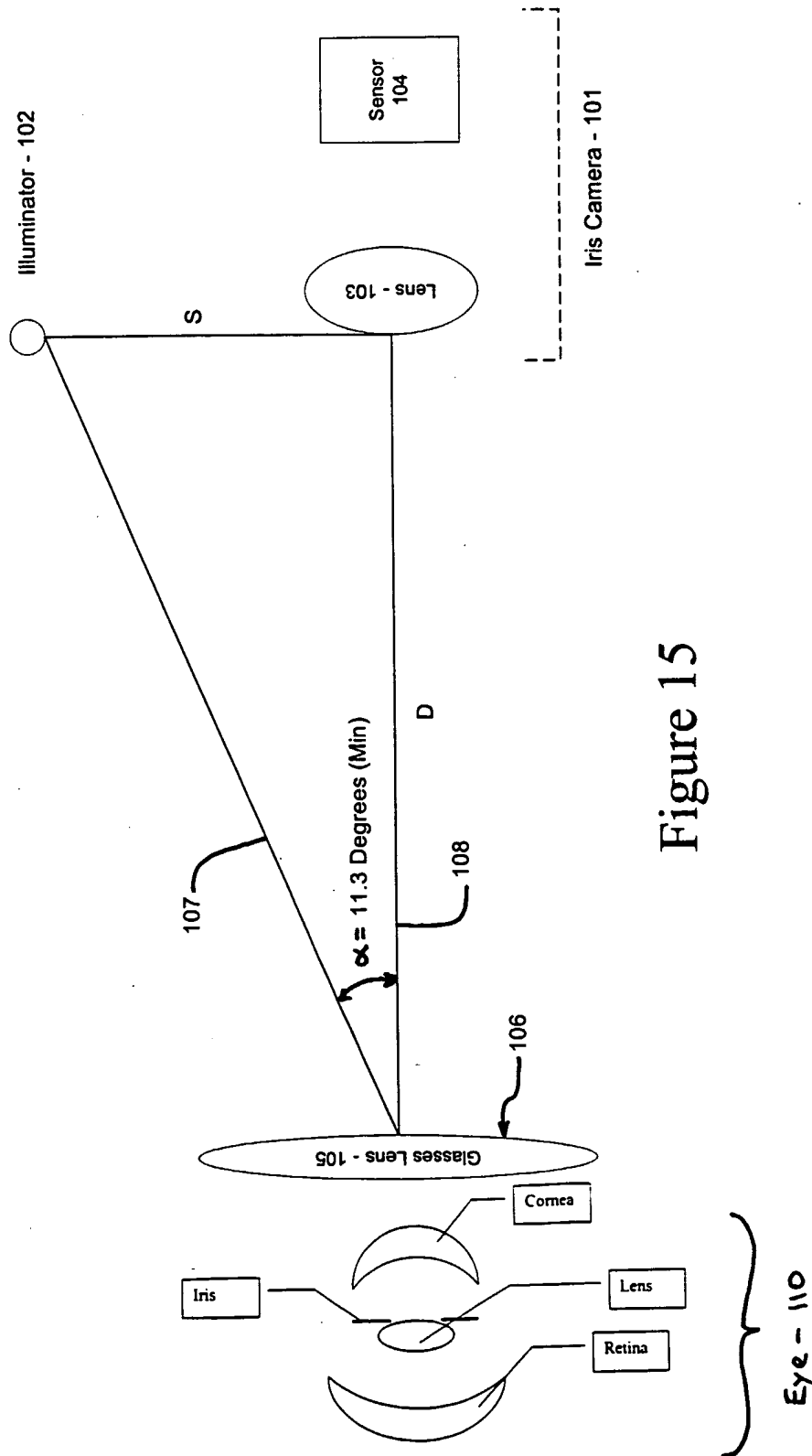


Figure 15

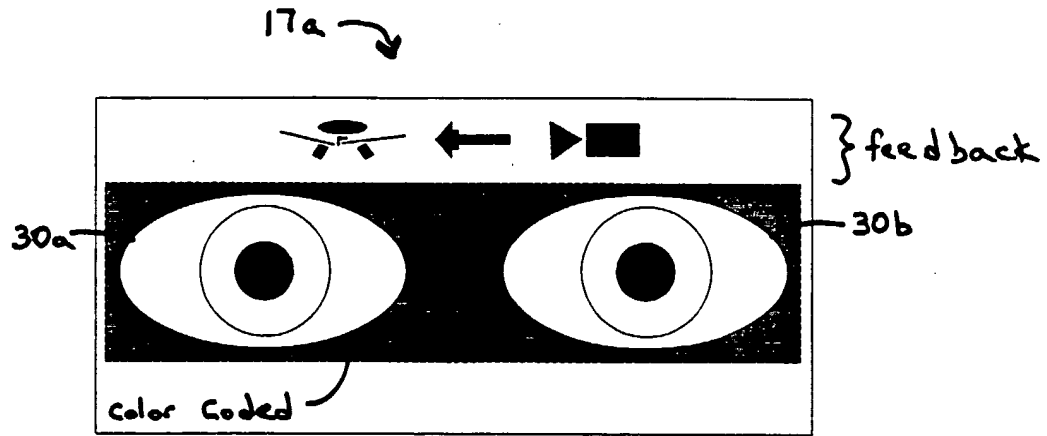


Figure 16: Partially Silvered Mirror Interface with feedback

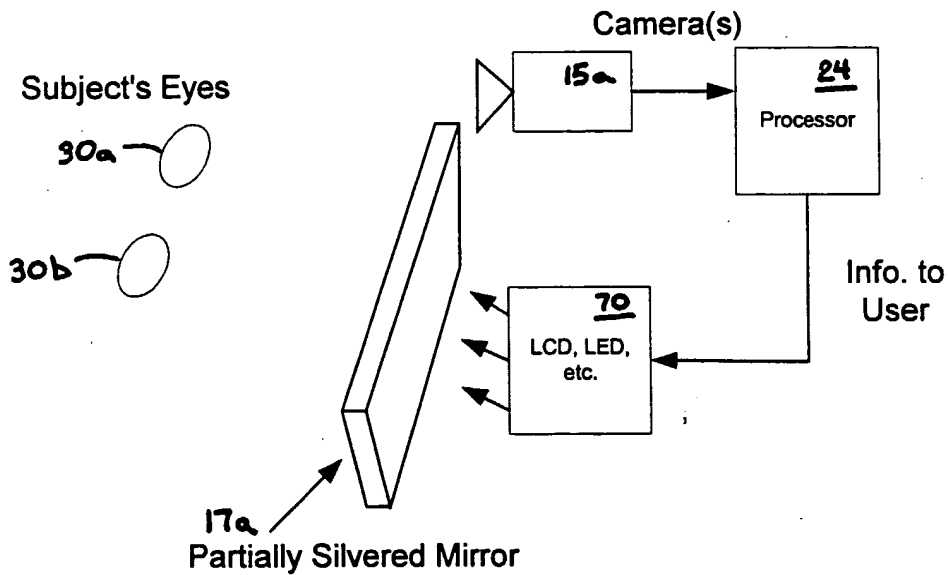


Figure 17: Side view of interface showing backlit interface and subject's eyes

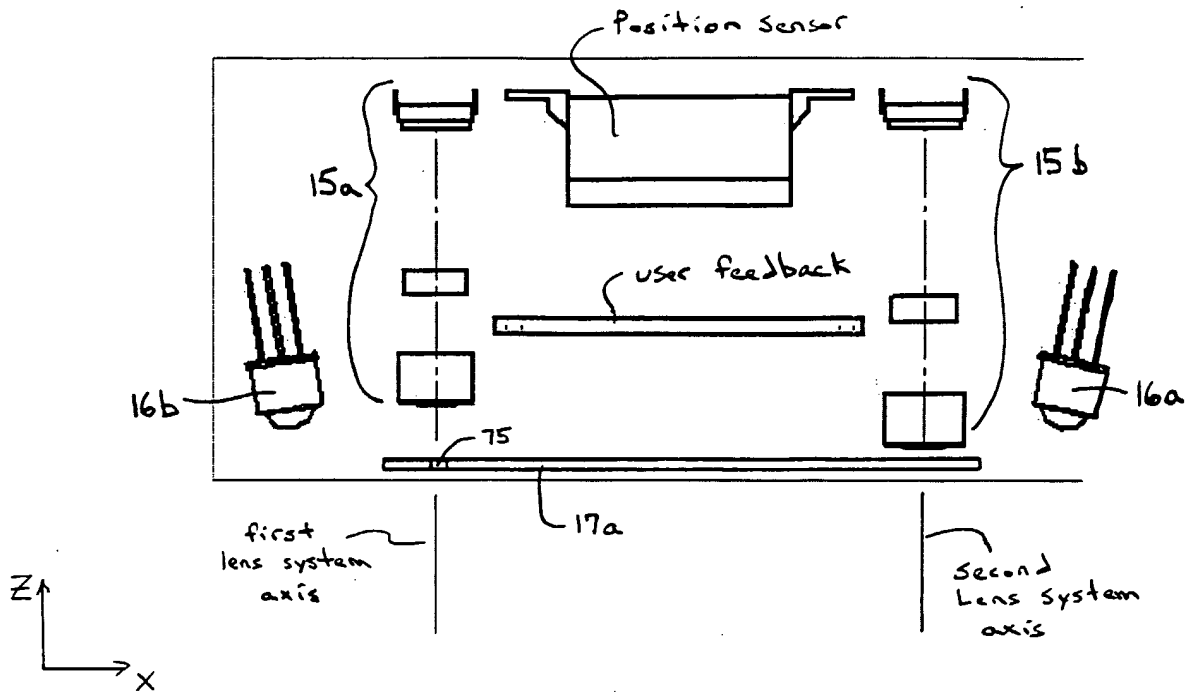


FIGURE 18